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ABSTRACT

A method of preparing on a first device object files used for rendering two-dimensional images of three-dimensional objects on a second device by processing object files containing data defining triangle primitives representing at least one three-dimensional object to determine a rendering order in which ~~said~~the triangle primitives may be rendered for creating a two-dimensional image in which the hidden surfaces are removed. A plurality of planar triangle primitives corresponding to a plurality of surface portions of ~~said~~the at least one object as vertex data are stored on ~~said~~the first device. The method can be used in a mobile phone.